Issue 07
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FIRST ANNIVERSARY ISSUE

clutter magazine 07

Qee® Key Chain Collection

Patent No.HK1048350

TOY2R

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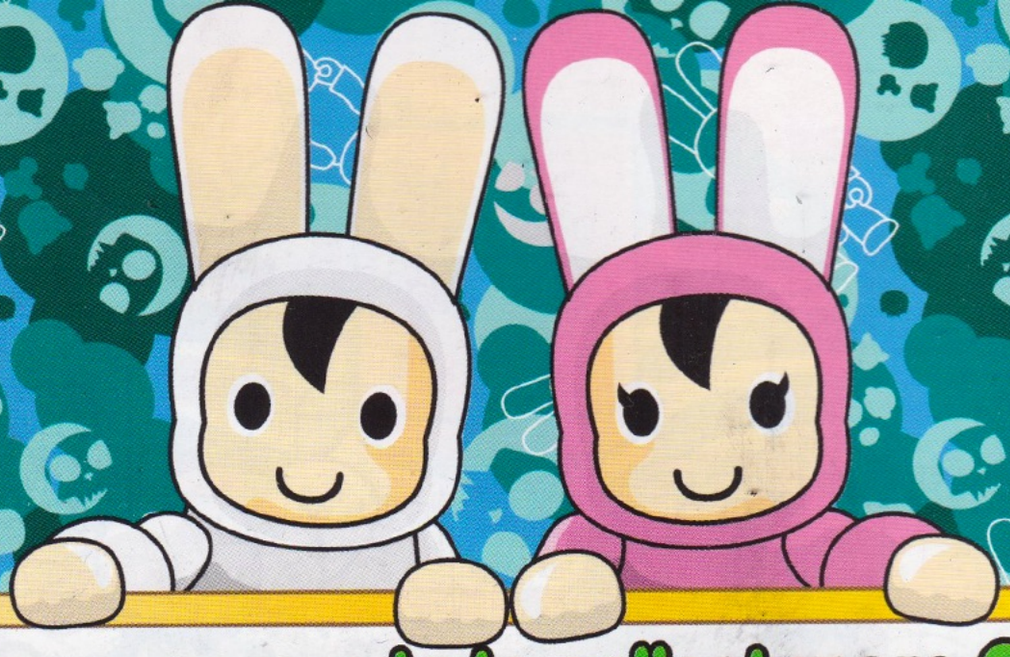

Everyone wants to collect more Qee®

701 Greas2r Ape	702 L.A. Ape	703 Brit Punk Ape	704 Hot Buttered Ape	705 Dirty Punk	706 Ape M.C.	707 Thrasher Ape V1	708 Thrasher Ape V2	709 Goth Ape	710 Ape WK
711 Ape Star Pink	712 Death Ape	713 Piano Ape	714 We Are Ape	715 Diso Fever Ape	716 Ape Fury	717 New-Wave Ape	718 Ape of Funk	719 Chunketto	720 Asteria Diver
721 Da Qee Ape	722 Bear-Whale	723 Key	724 Russell Pink	725 Russell Blue	726 Russell Grey	727 DayDreamer	728 CuCu Mouse	729 Mee	730 King Devil
731 Man of Many Weapons	732 Miss Moto	733 Hot Shot	734 Mico	735 Pepo	736 Tito	737 Munky King	738 Pirate White Onion	739 The D	740 Spam
741 LeSportsac Silver Bear	742 LeSportsac Silver Cat	743 LeSportsac Silver Dog	744 Lesportsac Blue Bear	745 Lesportsac Red Cat	746 Lesportsac Green Dog	747 Dalek LeSportsac	748 Meomi LeSportsac	749 Tokidoki LeSportsac	750 Dark Knuckle

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clutter magazine 07

Welcome to our belated Anniversary Issue!!! Sorry for its late arrival but we didn't anticipate requiring a 4 week recovery period on our return from Toy Fair in New York - to make up for this issue's lateness we've put together a cracking article covering this years infamous exploits in NYC.

This Issue celebrates the fact that we are 1 year old and hope this birthday is the first of many more to come!! We just have to say a big thank you to all the people who have supported us over the past year (and a bit). Thanks to all our friends and family and all the artists and store-owners we can now include in that list of friends!! To celebrate James Jarvis has done us an amazing cover. We've also got special news of a brand new King Ken in an exclusive colourway just for us. Yep, you guessed it, it's PINK!! See the inside back page for details!!

Crammed into this issue we've got James Jarvis and Russell Waterman talking about how they started working together and their latest and quite possibly greatest project: Vortigern's Machine and the Great Sage of Wisdom. You'll find a feature on WipEout Pure on the PSP. Perhaps not what you'd normally expect to find in our magazine but there is a good reason I assure you!! We talk to John McCrea about his comic artwork and his love of toys. The madman that is Lunartik shows us his newest creation, lunartik in a teacup, and Heather Yurko meets 3 people called David!?!

Also in this issue, Elizabeth Ito says 'Welcome to my Life!' And talks to us about her adorable creation Mister Monster. We catch up with Rachel Chow of the Creature Co-op to find out what drives them to make all those wonderful plush toys? And we talk to Paul Hwang about the origins of the Nanospores...

You may also notice a couple of guys running riot through the magazine in a special comic done for us by Triclops. Keep a sharp eye on these ones, they get everywhere!

There's loads of pictures from the Monster Mash Exhibition in the UK, the Swear Bear Show in NYC and even pictures from the 2000AD exhibition from the end of last year. We've also got the Winning design from Kidrobots' Munny Makin' Contest, and D*Face sculpting quite possibly the coolest figure ever!! We even managed to cram in the pictures from the opening night of Dalek's exhibition here in the UK.

On the back cover we've got the first of our series of Vs Battles. This issue we pit Peskimo against Sket-One. Who will win? And of course there's still all the usual News, Qee Qorner, Tales from Strangeland and cartoons!! Have Fun!

Miranda & Nick

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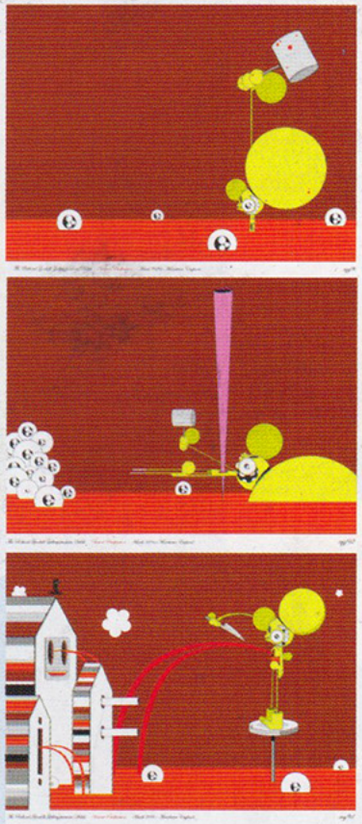
NEWS

ZeebZeebs

These are the new Zeebzeebs from Jon Burgerman. Both medium size and mini key chain versions were first available at the talk Jon gave at SweetTalk in Dublin on March 22nd. Flown over especially for the event from Flying Cat HQ in Hong Kong. If, like us, you weren't able to make it over to Dublin to get your mitts on one of these fellas then Jon is going to offer them on a first come - first served waiting list on his website. Price is approximately £8 for the medium sized one and £5 for the smaller keychain bearing one!!

www.jonburgerman.com



Dalek x RGG

Shown above are the Richard Goodall Gallery exclusive Kidrobot x Dalek figures. Both the 20" Dunny and the icebot are limited to 100 pieces worldwide and are only available to buy from the gallery (1 per person £200). Shown right are the RGG exclusive prints, also available to buy at the show and limited to the same amount.

www.richardgoodallgallery.com

Mad x Socialpest

These great new t-shirts are the latest cloth creation from Mad. The are available now in all sizes and are limited to 100.

www.socialpest.com

Madam-Stationary

Check out this new stationary from Madam Edgar. Featuring designs from Mélanie Baillairgé, Stéphane Poirier and Francisco Sottolichio each set comprises of a notebook ($10CAN), a particularly handy Magnetic address book ($5CAN) and a set of 6 magnets ($5CAN).

www.madamedgar.com

Return of the Blob

On April 15th, Super7 will be releasing a custom version of the Blobpus from Japan. Made with clear orange vinyl, and black and silver spray, it could be yours for just $75.

www.super7store.com

Apple of our eye

As well as being one of the Beatles, Ringo means apple in Japanese.

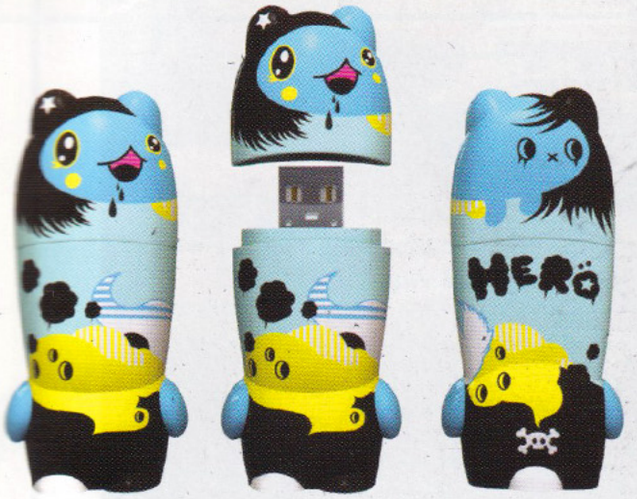
And you can show off this fact with JAKe's new tshirts for 2k's spring range.

www.jake-art.com
www.2ktshirts.com

Hellboy Qee

These are the first licensed Qee from Toy2R to be produced so it's just as well they look as nice as they do!!! We love Hellboy's head!! And with Hellboy now being translated for the Chinese market it's the perfect timing for this release. In this double pack you get Hellboy and Abe Sapien and if you have no idea who these guys are then all we can do is point you in the direction of Dark Horse and hope that you learn! We don't know whether there's more to come in this series, but I for one would like to see at least a Kronen figure!

www.toy2r.com



Mimo-tastic

Yet again Mimobots are rocking the designs of some great artists. Right we have the love and hate series from Shawnimals, and left is TADO's gob smacking beauty. Also soon to be released are designs by Jon Burgerman, Sket and Brian McCarty. All are available in varying sizes and are a designer toy fans must have accessory.

www.mimoco.com

Naal Night Edition

Limited to 300 pcs this midnight edition of Nathan's Naal figure is only available from strangeco at special events and exhibitions. (so keep your eyes peeled for those!!)
This version comes with some glow in the dark accessories to keep that spooky feel.

www.strangeco.com

Mooca

The second toy to be released by Simone Fiorito is milk buddy MOOCA. He is limited to 180 pieces and we think that he is a great addition to anyone's collection! 100 pieces will be availble in a limited edition box set, 5 will be in a limited set with MYCA and the remaining 75 will be released with no box or edition number.

www.simonefiorito.com

Sneaker Pimps

Mark James latest creation sees cardboy transformed into some our most favourite and recognisable sneaker boxes. This series features eight characters, each one coming with accessories. They will be blind boxed with one limited chase figure to collect.

Also to be released is a limited edition 8 pack, containing all eight characters with the packaging turning into a 200% Sneakers figure. WOW!

www.cardboy.tv **www.playbeast.com**

Sam series 2

The second wave of Sam figures sees them become Vikings!! A must for Sam friends and collectors. **www.redmagic.com**

AT-ST

Take a look at this baby from Triclops!! This used to be one of the few blank shoes around and most of us mere mortals would be far too scared to attempt anything like this but yet again the Triclops guys have pulled it out of the bag with the AT-ST Shoe. Hopefully we'll see this tagging onto the end of the Mr Shoe Exhibition!!

www.triclops.co.uk

POCKET PORK!!!

Designer plush maker Shawnimals and online designer toy store myplasticheart are set to launch an all-new line of artist-made mini-plush called Pocket Pork in the middle of March 2006 available exclusively at myplasticheart.com.

Besides being the cutest food-based plush EVER, Pocket Porks are Shawnimals plush versions of pot stickers and are the little steamed or fried dumplings you can get at any Chinese restaurant. They're based on the popular Wee Sticker plush by Shawnimals. Plush never tasted so cute!

Each Pocket Pork take-out box is signed and numbered, and comes packed with three two-and-a-half-inch wide Pocket Porks, a button and a sticker. All this priced at a low $10 per box! There are 100 total boxes available, and five different Porks in the series: Standard Sticker, Veggie Sticker, Spicy Sticker, Stealth Sticker and an undisclosed uber-rare chase variety

www.myplasticheart.com
www.shawnimals.com

Fantastic Four

Secret Base x Balzac x Super7 x Misfits Records. A four-way collaboration that was never going to disappoint. Two versions of the Secret Base Balzac Paper Bag Man are set to drop in the US on the 1st of April to tie in with the release of the new Balzac record. The Orange bodied version is a Super7 exclusive **(www.super7store.com).** Whilst the Black bodied one can be picked up from misfitrecords.com. $55 a pop and both very very limited.

What?!?

Everyone knows that really badges are a girls best friends (and guys of course). So shown above are just a few examples of the really great badges on offer at what what. We highly recommend that you log on and check it out!

www.whatwhat.co.uk

adiqee qorner

First up there's these new Toy2R trainers and tracksuit top in blue Toy2R camo. Best touch is the silver Toyer lace decoration!! Available in May.

The Fafi hi-tops and Jacket from the 'pink' series are probably our favourites here (just one for the girls though). We assure you it's definitely worth adding to your collection!! But you'll have to wait till April for these

This month we've decided to combine Qee Qorner with a focus on the Adicolor series of trainers. The Adicolor concept was originally introduced in 1983. White trainers were supplied with 6 quick drying waterproof pens. As well as still producing the white trainers and pens Adicolor are releasing a whole host of shoes in collaboration with different designers in the 6 original pen colours, 3 of which are of particular interest to us: Toy2R, Fafi and Dark Horse. The Adicolor trainers are super rare but we're sure you'll want to get your hands on at least one of the items on display here!! What's more... when you buy your Adicolor shoes you get the corresponding colour Qee along with them!! What more could you want.

www.adicolor.com

These Dark Horse trainers are about as red as trainers come. With the Dark horse logo on the heel and black flashes on the toe. The lining of the jacket is crammed with classic Dark Horse artwork too! Also available in May.

fat of the land

By Neil O'Rourke

When the golden arches starts plugging salads you know something's up. Our weight to be exact. It's no real shock, but the car driving, fast food munching lifestyles most of us have embraced have bitten us on our, now rather voluptuous, behinds. In fact, in the UK, 10-20% of us are obese.

It's our own fault. We don't exercise enough and we eat too much. Simple as, really. But whilst we're killing ourselves softly with each mouthful, at least it's a self-initiated demise. Well actually it's not. We all know crisps and burgers are bad. But did you know that three slices of bread can contain the same amount of fat as a chocolate bar?

What we're looking at people is stealth fat. To make bread quicker and last longer on the shelves, fat is added to all the nice natural stuff. They just don't like to advertise that fact. Nice thought isn't it?

What has this got to do with toys I hear you cry? Well, thanks to the ethically sound style gurus over at howies, a great deal. Leading their crusade to highlight stealth fat and get people making bread the proper way is their first toy release, a rather big boned chap called Doh Boy.

A collaboration with Wilfrid Wood, an obscenely talented UK artist - hit his site for more of his creations - this is the first time his sculptures have been mass produced. In another first, whereas most toys' only function is to sit on shelves gathering dust, Doh Boy's packaging doubles up as a bread tin, so you can bake your own the way it should be done.

How it came about is one of those happy accidents. A friend of Wilfrid's was designing a catalogue for howies and he used Wilfrid's original Fat Boy character to illustrate some fat facts. howies liked the lad and approached him to make a run of 500.

For Wilfrid, who designs, sculpts and casts all his characters himself, this was both an exciting and worrying proposition, as he explains:

"When I first sent off my original to Hong Kong I was nervous, I thought they would do a dodgy re-sculpt. But after seeing a prototype I realised they had cast directly, so naturally I was happy with the form. I then pessimistically assumed the paint job would be all wrong but it turned out fantastic. I have the original and a Howies toy on my shelf and they are practically indistinguishable."

The only real difference between the original and howies's version is in fact the name. Fat Boy saw the error of his ways and became Doh Boy - the scourge of the fat injecting bread industry. And Wilfrid wishes him well.

"The really fun part for me is inventing the characters. Moulding and casting have a certain interest but are endlessly problematic. So I'm very happy for someone else to be worrying about the production side of things."

Even though our tubby hero's new found dietary regime is sure to help him burn off a fair few calories, you probably won't find a svelte sequel hitting the shelves anytime soon. (Although when we mentioned a topless edition, Wilfrid did seem to think 'those sweaty tits could do with an airing').

"I'm not sure why, but the idea sounds slightly sad. I'd rather do him as an equally rotund middle aged golfer, or maybe make his sister, or even mother. A whole fat family. With a fat dog."

In short, as howies say on their website, Generation X is becoming Generation XL. So don't be stupid, let them help you to help yourself and pick up a Doh Boy. Not only will your sandwiches taste better and jeans look hipper halfway down your arse, you'll get a cracking figure to boot. You can't say fairer than that?

www.howies.co.uk

www.wilfridwood.com

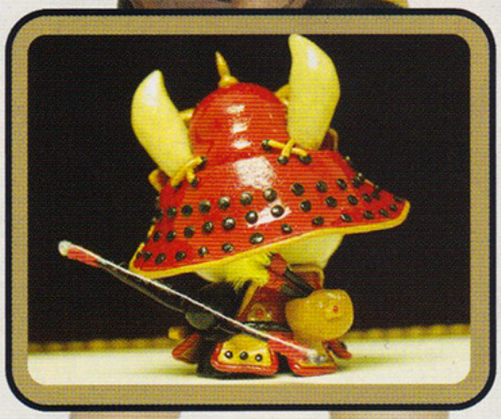
gee whiz

A JAPANESE NEED FOR SPEED: NINJAS, SAMURAI & FAST CARS

::Okkle

::Kenn Munk

::Uamou



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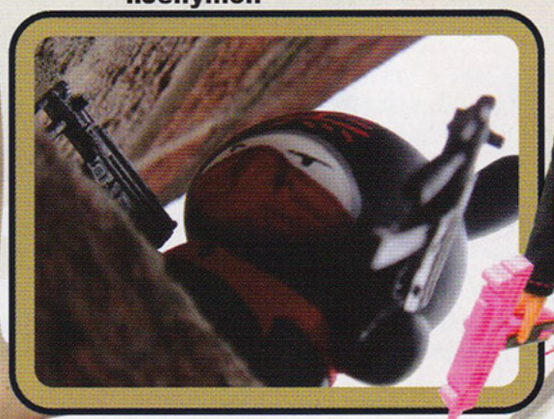

::Riot 68

::Triclops

Background:: Wilfred Wood

Richard Goodall Gallery Presents
Dalek: Violent Pacification

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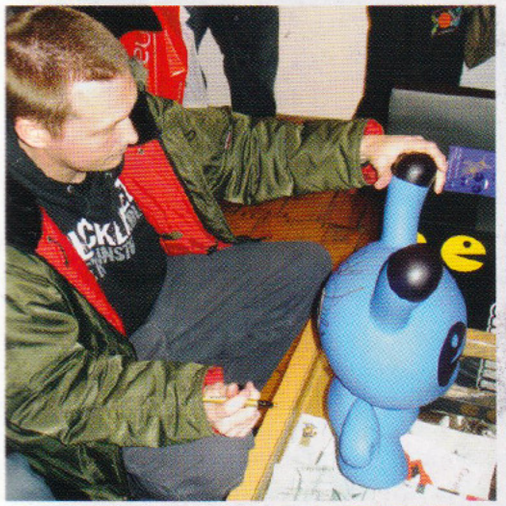
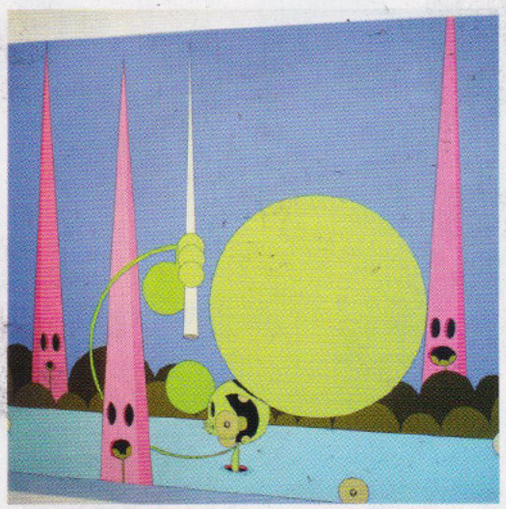
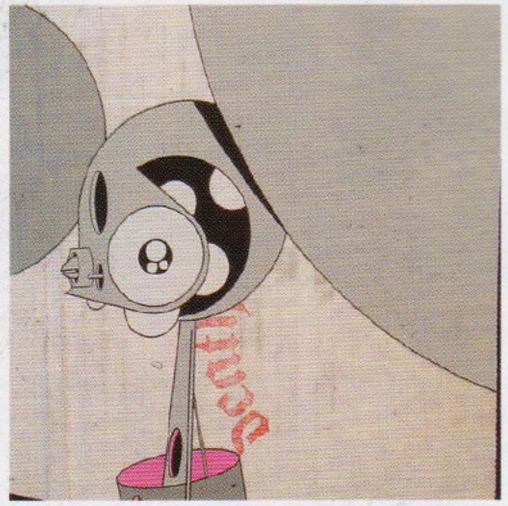
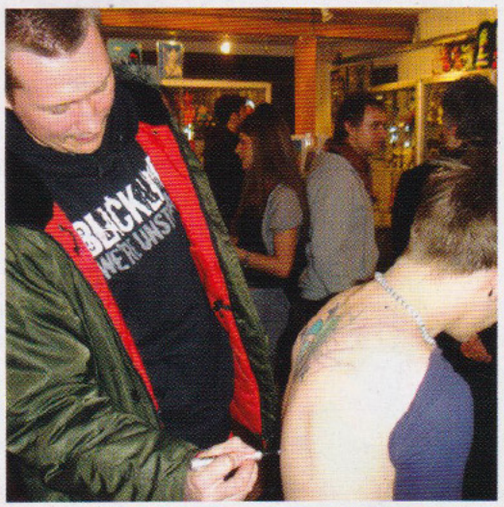
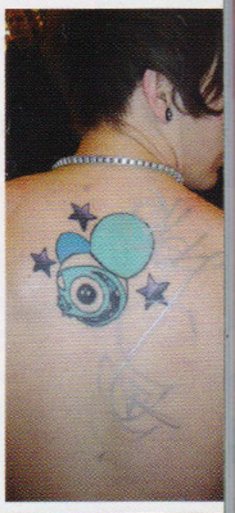
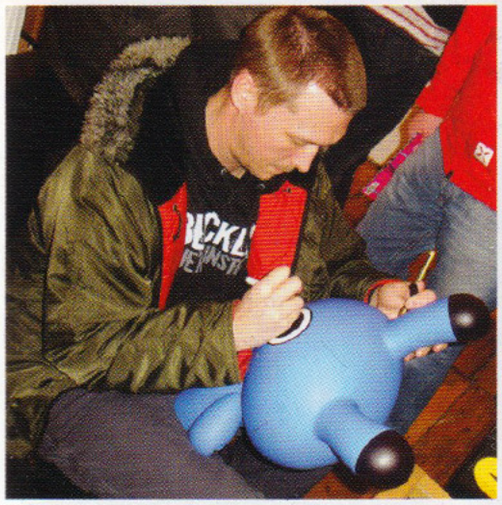
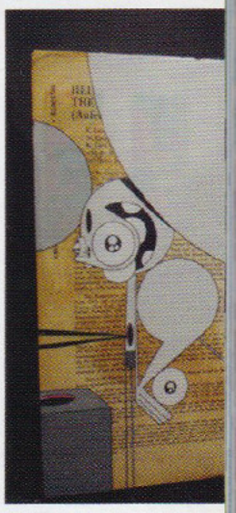












See more of the paintings at www.richardgoodallgallery.com

nano spor3

by Geoff Whitehouse

Watch out people...aliens walk among us! If you've been reading any of the boards recently you'll have seen these strange spore-like creatures appearing out of nowhere. Did they land in a remote woodland and creep up? Have they been here all along and employed some strange cloaking device? Certainly some of them look like familiar objects. Could their presence explain crop circles? And why is it, if aliens have scoured space and time in the endless search for other intelligent beings in the universe, they always seem to land in a yokel's back yard?

Well, no one really knows for sure, but here's what we do know. They're not part of some communist plot to take over the western world, they're spore-based life forms sent to this planet to carry out research, emulation, reconnaissance and evacuation.

These species of spore-based creatures are actually self-sufficient nano-industrial complexes, which use the resources within their immediate environment to research and build themselves up from scratch. Soon, they will adapt and grow into completely unique Nanospores, brimming with personality and savoir-faire.

Don't fret - at no stage will this involve anal probes. These life forms are just too damn sweet to induce any fear. But how can you spot these vinyl invaders? Fear not, because we have employed the great scientific minds so that you may know your enemy…or just help you decided which one you really want to buy. Let's meet the Nanospores.

First up, there's Gunther. He's easily recognisable, all chocolate swirl and simplicity. Ellie is the wildest aerosol can around, capable of spraying a wide array of substances, like glue, rabies, fire, cattle and 16-hue rainbows, to name but a few. Girl is a bob with bangs personified (spore-ified?) and Maiden is definitely somewhere in the kimono-wearing marshmallow family, a distant relative of the petit-four. Bean and Proto round off the group, but apparently there exists a

Mystery Nanospore, which by definition defies description.

Nanospores were first discovered by researchers around the year of 2000, although their existence remained classified until recently. The concept developed when a shadowy character known to his friends as "Paul Hwang" drew up plans for endless spore shapes that became characters and then large paintings. These fresh, clean designs have become a signature of the creatures...creeping up on unsuspecting humans and winning them over and emptying their wallets in a flash.

Nanospores have gone on to take many forms: giant sculptures, plush installations, murals, video installations and animations. They finally evolved into the three inch vinyl versions that have been spotted hovering around vinyl stores around the world. So, donning our best tin foil hat and moon boots, Clutter boldly met the masterminds behind Nanospores.

So, what is a Nanospore? And how did they come to exist on our planet?

Nanospore, a sub-species of the Spore race have showered into our atmosphere as blank, featureless, softball-sized round spores. They were sent to our planet to conduct the "RERE" process (pronounced "ra-ra"), which consists of research, emulation, reconnaissance and evacuation. One core feature among the Nanospores is their beady eyes and cute rounded bodies that mimic everyday objects in the most incongruous manner. On the inside, these creatures are actually self-sufficient "nano-industrial complexes" that use the resources within their immediate environment to build themselves up from scratch. Within 2 weeks development time, their completely singular experience will help nurture them adapt and grow into completely unique Nanospores, brimming with personality and savoir-faire.

How and when did the project start?

I initially conceived the idea in 2000 over the course of several school terms at Art Center College of Design (Pasadena, California). During an independent study with illustrator Rob Clayton, I was encouraged to turn these pillow shaped characters into large paintings. Soon after that, Jason Holley, another great artist and teacher, assigned me to create 96 more Nanospores in the project aptly titled, 'At Least It's Not One Hundred'.

The property was then featured in Pictoplasma 2, and it kind of snowballed thereafter. I was invited to produce designer toys with developer PhalanX Creative. At that point, I approached Benjamin Lee, who was working on several animated features with DreamWorks and Image Movers at that time, and asked him to team up to collaborate on the creation of narrative substance and supplemental art behind the toys.

Currently, the company Nanospore, LLC is spread across several projects at once, namely toy development, freelance direction, animation, design and illustration, and property creation for television animation and broadcast. And we do gallery shows from time to time as well.

Are you evil masterminds hell bent on world domination?

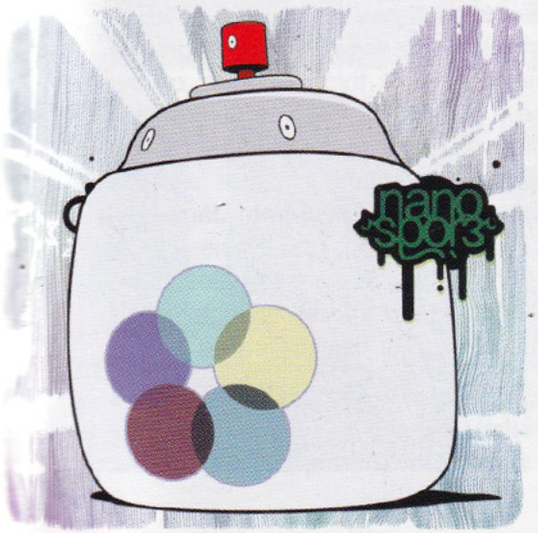
I guess, in a subtle fashion, you could say that. We really do hope to see Nanospore encompass an array of things including toys, animation, lifestyle products, art, and hold a share in today's culture.

Do you have a secret lair inside a volcano - you can't be a super villain without one!

Ha-ha - we have a studio (the secret lair) located in the heart of downtown Los Angeles (the volcano). The space is super raw, and it's located in what used to be one of the top 10 slum buildings in Los Angeles. But we are completely self-sufficient in here, running four PCs, one Mac, a six-color manual silkscreen press, sewing machine, and lots of personal heaters and fans. Aside from that, we've got one of those old school fire escapes, just in case we accidentally blow some shit up.

So how did you come up with the Nanospores?

I'd have to say the process for coming up with Nanospore was



quite subliminal. The way that I sketch is different from the way I paint or work on Adobe Illustrator. There's a real improvised fluidity from your vision to the sketch. The characters kind of evolved literally from blobs and by adding beady eyes, arms sometimes, and perhaps molding the blobs into rounded cubes. And that was how the shape language of Nanospores came about. As for the idea behind Nanospore itself, it's also an interpretation of consumerism and consumption, love and fate.

Were they always destined to be toys, or did you envisage an animation-based adventure?
While creating the characters and the storyline, I made sure to leave every possible avenue open. After all, I'm the kind of person who bores easily if stuck at the same place for too long, and I'm interested in things from fashion, product design and toys to obscure cartoons, music (almost anything electronic), and video games. Toys are a very obvious answer for Nanospore, but animation is also one of our passions. Ultimately, we'd like to see the line become "utilitarian toys", where they actually can become the objects that they mimic.

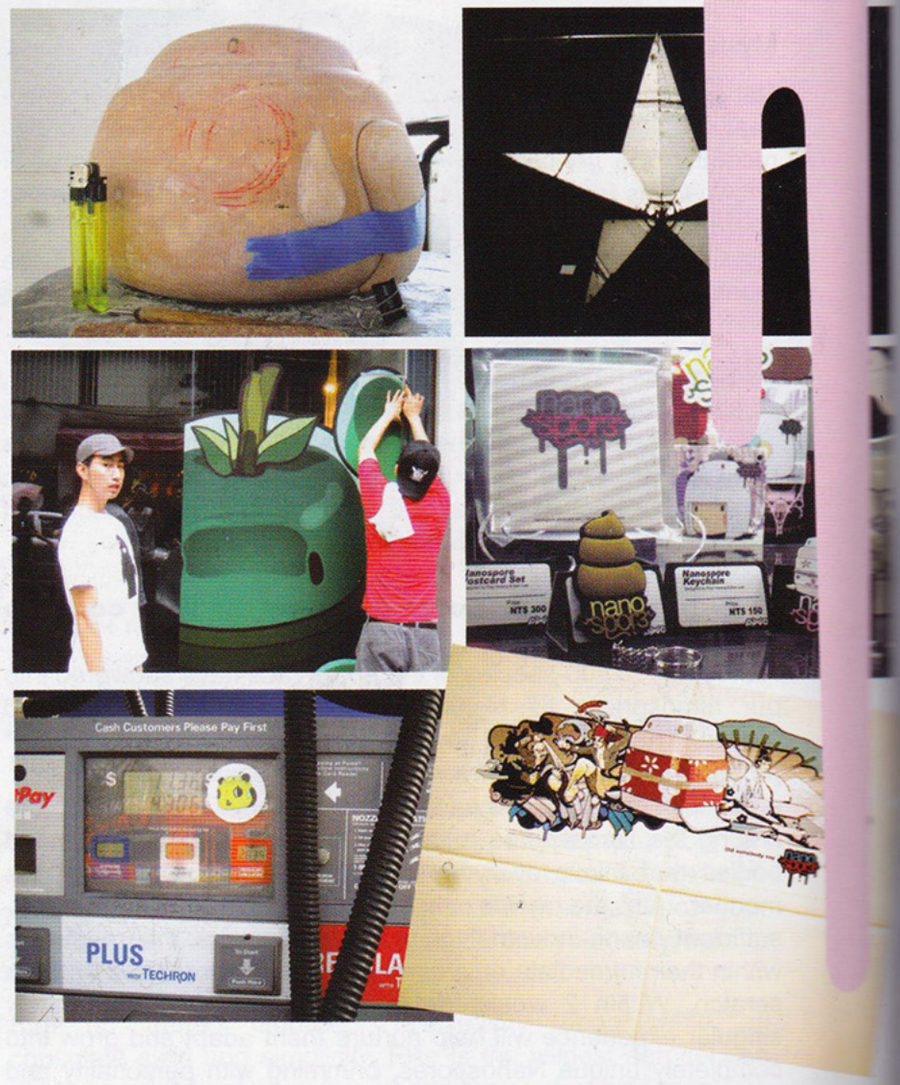
The clips on your site give glimpses at potential animation - are they teasers for the future?
The Animations were made for the "Pictoplasma Characters in Motion" Book and DVD. We felt it might just be a good chance for us to create something for the property that we could also use to show networks what can become of episodic or feature animation.

You're also in the 3rd Pictoplasma book - how did that come about?
Yeah, Peter Thaler has really been blowing that up for the past few years. We are just glad to be a part of it.

How did you go about getting the 'spores made into toys?
Well, I think the process for us might have been a bit more laborious than what some other creators might have gone through, since we did ended up sculpting most of the characters, package design, supplemental artwork, doing our own PR, marketing and trade shows, wholesaling, etc.

You seem to have taken a bit of a different route to other people in that each design is unique, not just a colour variant - was that important to you?
Yes, we wanted to stay true to the idea of Nanospore. The characters themselves are supposed to be completely unique. And plus, there are well over a hundred designs that want to see the light of day.

Why go down the blind box route - adding to the surprise element?
The blind box route was a feasible way to produce several designs at once. Otherwise, it may take us eons to get all the different characters out. And yes, blind box is always fun! When I buy blind box toys, I get a real satisfying feeling when I get the chase figure. It brightens up my day.



What are your influences? There seems to be a lot of Japanese animation hues in your work.
There are a lot of influences for Ben and myself. Some of them overlap, and some do not. I think enough of our influences overlap to give a good sense of congruity in our styles, and there are enough differences in our interests and backgrounds to also widen the scope of what we are collaboratively capable of. Japanese animation, Japanese pop art, American comics, Art Nouveau, and Chinese Folk Art are just some of the things we draw inspiration from. Other than that, we strive to make something that looks fresh, and not a conscious spin-off of existing styles.

Are you collectors of urban vinyl? If so, what's your favourite stuff right now?
I collect toys in general from time to time, but I'm not the

type that NEEDS to complete a series or anything like that. I'm really into where Touma is headed, and a lot of the new Jarvis toys. AdFunture seems to be doing no wrong, and PhalanX is also coming way up. The last thing I bought was a Chinatsu Ban plush underwear elephant.

What inspired you to create the first wave of Nanospore characters?
I took some polls to see what might be popular among the collectors. Then we threw in a few that were our favourites, and just made sure that as a set, they complimented each other in terms of colour, shape and personality, of course.

Is the Nanospore story still evolving?
Yes. The Nanospore story is ultimately about an optimistically epic apocalypse, but it is always being elaborated upon.

You had the custom show recently - how did that come about?
The Customs Exhibition turned out really great! Although, we didn't get everyone's piece on time, (completely our fault for the super short notice) the show was still a success with most of the artists pulling through with great pieces. We also got a few more contributors on site as well, such as Andrew Bell, Bluddy, and Shawnimal.

There were some great designers on board - were you excited or nervous by the prospect of what others can do using your work as a canvas?
Excited, of course! It's just an honour that they are willing to participate. We plan to continue accumulating customs and make it a traveling show in the future to wherever we exhibit.

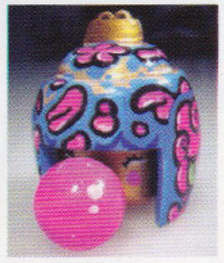
What else can we expect within the Nanospore universe? Larger vinyl? Plush?
Yes. Those are both plans for the near future.

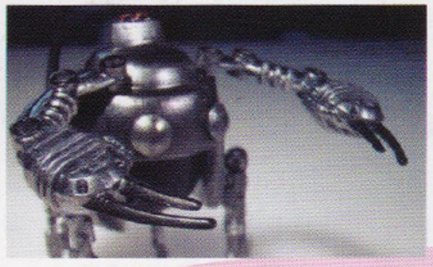
Are you guys planning any collaborations? Maybe some 'spores by other designers?
There are a lot of tentative projects going on, but I'm afraid I'll just jinx them all if I talk about them!

Do you guys have a favorite Nanospore?
Nope, we love them all.

What are your plans for the next year?
Lots of big things happening in 2006. Nanospore, LLC is developing another brand as well, so be sure to look out for that, as we'll be attending all the big conventions and shows.

www.nanospore.org





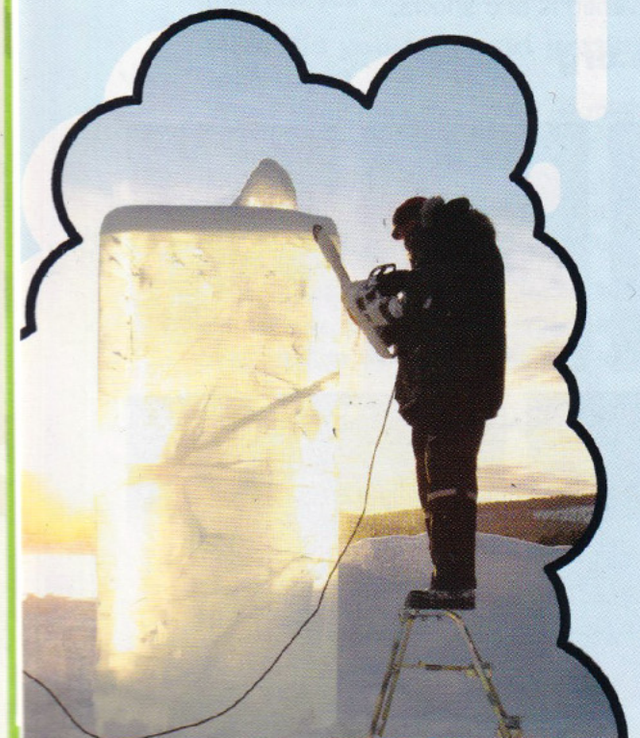
Thanks to Nanospore for the images

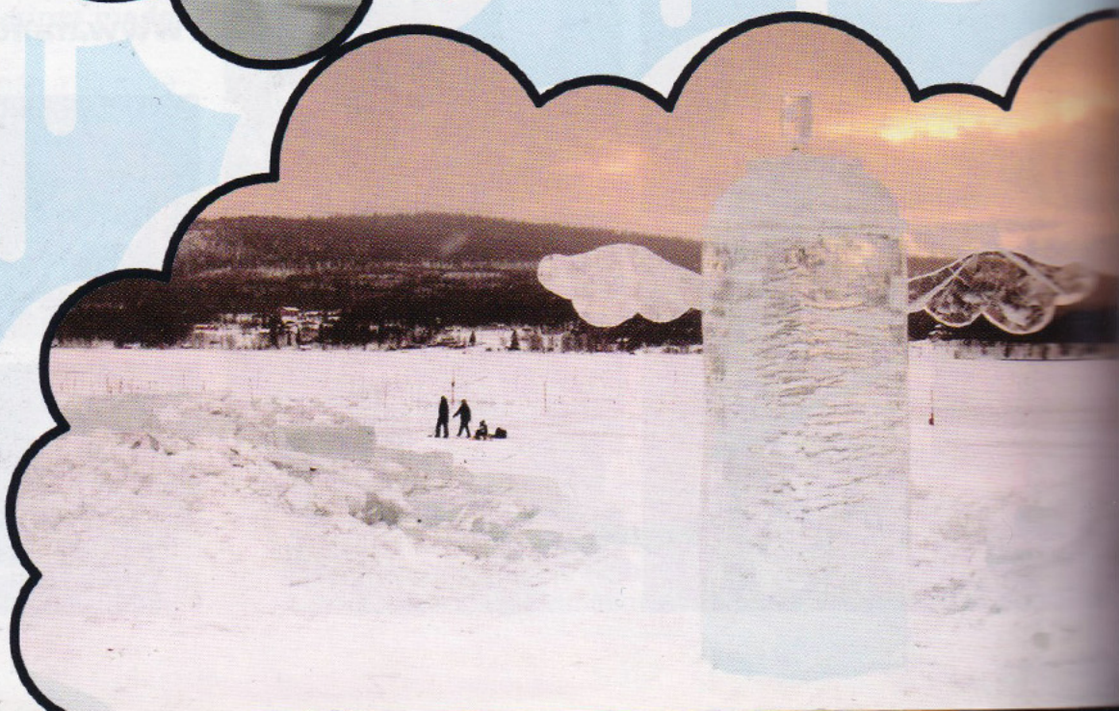
D-MINUS

Dodging CCTV and the Old Bill is part and parcel of the life of a street artist. But, performing your craft at -20 degrees is quite another story, as D*Face found out when he sculpted this little beauty at the Ice Hotel in Sweden. Given three days to do what he wanted with a three tonne block of crystal clear ice, he set to it with chainsaw, razor sharp chisels and a fair bit of brute force. And standing at over 9ft tall, the result of his efforts, as you can see, is quite spectacular.

www.dface.co.uk

Words by Neil O'Rourke
Images courtesy of D*face

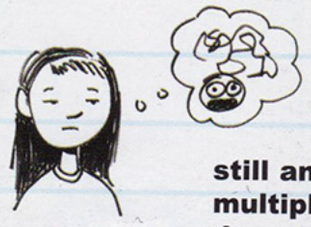




WELCOME TO MY LIFE

ELIZABETH ITO

BY GEOFF WHITEHOUSE



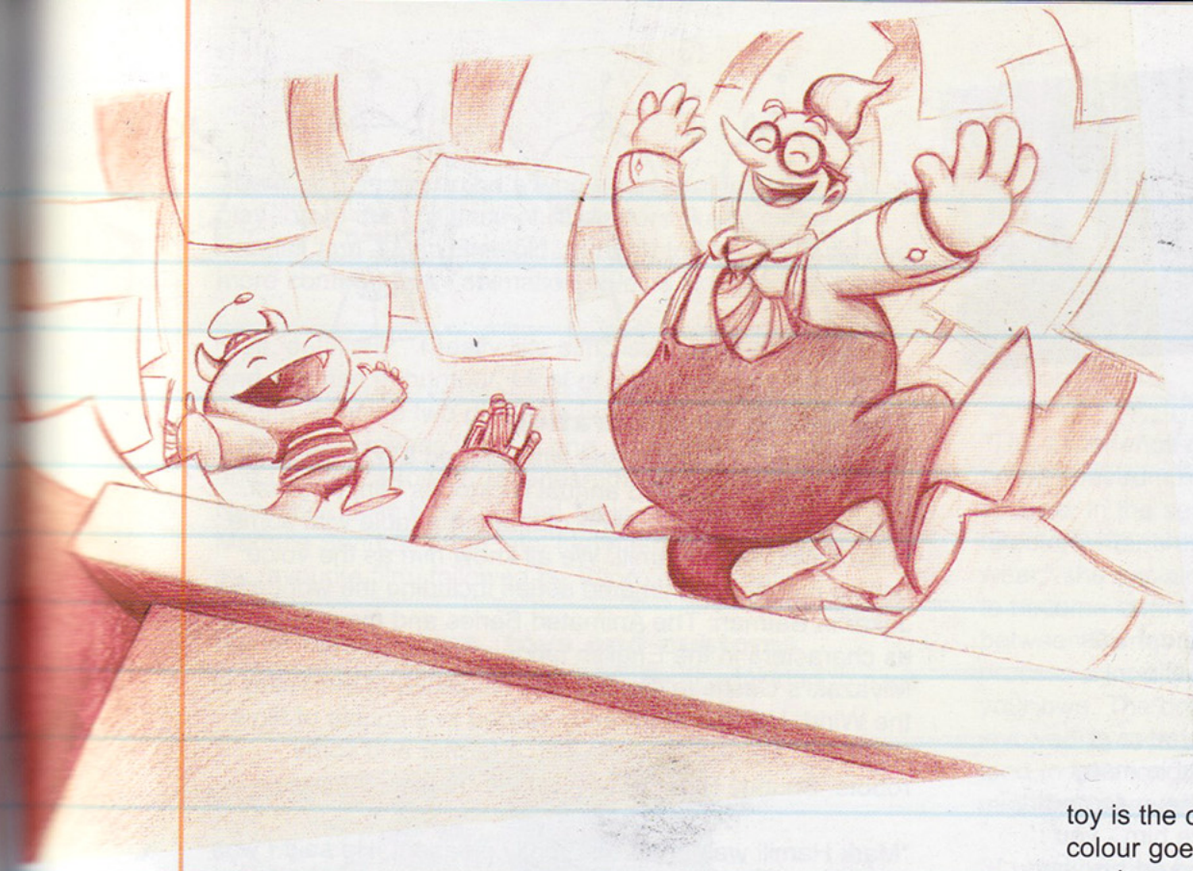
It happened about a year or so ago. I'd had one of those really stinking days - the train into work was delayed (okay that's a daily occurrence in London...but still annoying), I had a terrible headache and multiple deadlines looming at work. Like most days, when I got into work I looked at a few toys sites to see if there was anything new and then it hit.

Right there on the screen was the cutest, funniest little thing I'd ever seen. A kind of blue alien creature, wearing a little stripy top and with a fantastically wide grin on its face. All of sudden I felt better and decided I had to buy this toy.

I'd never seen Mister Monster before, or heard of the artist who created him, but I knew I had to have it. A few days later he arrived and every since then has had pride of place in my collection…standing proudly at the front, with that infectious grin there for all to see.

Perhaps the biggest compliment that can be paid to Mister Monster is even my friends who view the strange plastic forms taking over my lounge with suspicion made a beeline for him. The verdict was unanimous: Mister Monster rocks.

The artist behind this wonderful creation is Los Angeles resident Elizabeth Ito, who lives and breathes animation.



"When I was in kindergarten, I wanted to write and illustrate children's books," she says. "I never really grew out of wanting to do that. The summer before my senior year of high school, I went to a program called CSSSA (California State Summer School for the Arts) where I became addicted to animation. I guess that's why the main part of my career involved using pictures to tell stories. If I could have worked on any illustrated film it would have to be the Disney short, "Toot, Whistle, Plunk, and Boom" or Nightmare Before Christmas."

Her big break came after she graduated with a BA in English from UCLA and was accepted into the California Institute of the Arts having worked as in intern at both Mattel and Cartoon Network. Studying character animation there for 4 years, Ito produced 6 films. Her Cal Arts senior year film "Welcome to My Life" was a breakthrough success and has been shown at animation and film festivals around the world.

The film won both the Peer's Pick Award at the Cal Arts Producer's Show, and also the prestigious Producer's Choice Awards in the first annual Nicktoons Film Festival. After leaving Cal Arts, Elizabeth was snatched up by Dreamworks as a storyboard trainee.

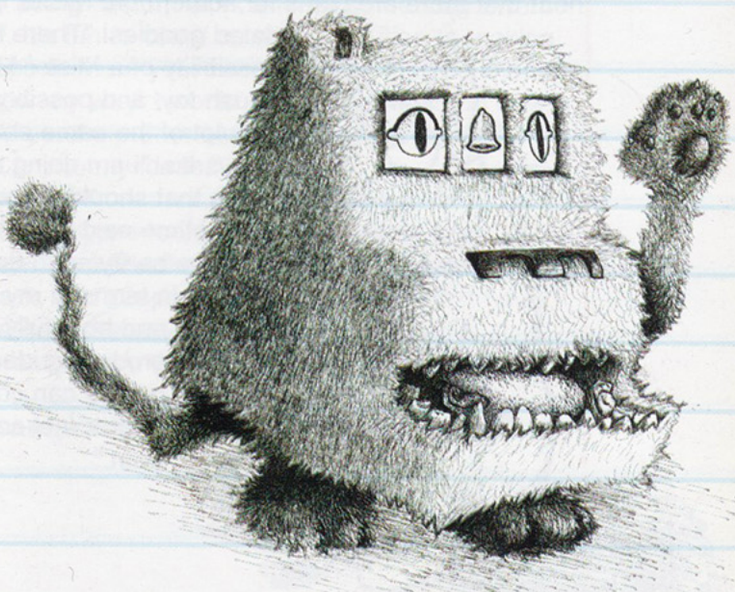
"Most recently I've been directing a pilot at Disney TV based on that film. "Welcome to My Life" was a documentary-type show about a family of monsters living in the United States. I interviewed my family and then made a documentary about a family of monsters using their voices."

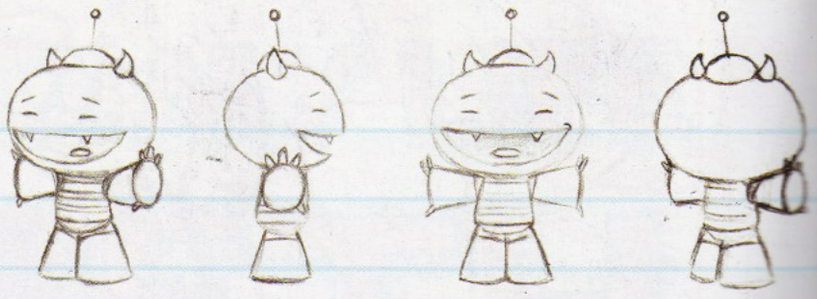
It seems Elizabeth Ito is the queen of quirky films and old photographic books. She is an adept artist, animator, storyteller, and judging by some of the truly bizarre pictures she puts on her blog, an incredibly skilled websurfer!

A monster is born

It was her junior year Cal Arts film that gave the world its first glimpse of the creature I now know and love as Mister Monster. "Mister Monster is a whimsical character who tries to convince a hardworking office employee that he needs to take a break from monotony," she explains. "The first version of the toy is the closest to how he looks in my film, as far as colour goes. To date, there have been four different versions of him - the original, the SDCC variant, the Polysics one and a Cal Arts version."

"Seeing him make the transition from 2D to 3D was like being one step away from being some mad scientist! It's really cool to see something that was created by your brain become a physical, tangible object," she adds. "The Polysics variant came about really unexpectedly because I wasn't really aware of them until I found out they wanted to do a version of my toy to sell to their fans. That's what drove me to go to a concert they did in Los Angeles about a year ago,



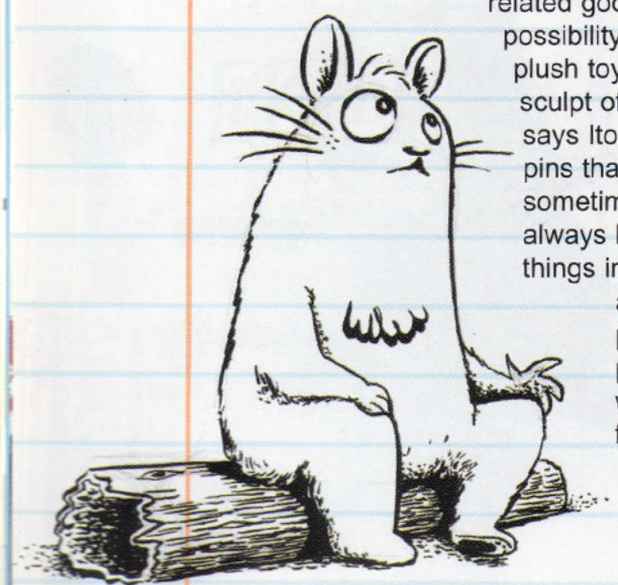


and consequently, I think they are a cool band. I was really happy that they liked my toy, too."

When it was released, Mister Monster received rave reviews from the toy community and sold out in many stores. And like me, those lucky enough to have scored one of the few hundred available clearly love him - you never see many eBay, so he's obviously worked his way into many people affections.

Fans of the book Vinyl Will Kill! might also recall reading about Mister Monster in the Tim Biskup interview, where he called him his "favourite toy" of the moment. "That was both a big surprise and an even bigger compliment," she says. "I'm still always sure I read that sentence where he said it correctly. I have to go back and re-read it to check the copy really does say that in case I made it all up!"

And fans of the adorable blue fella will be pleased to hear that there are plans for some more Mister Monster-related goodies! "There is the possibility of a Mister Monster plush toy, and possibly another sculpt of the same character," says Ito. "I am doing a line of pins that should be out sometime next year. I will always be trying to do new things in terms of my projects, and hopefully producing ideas that people can connect with or feel something from."

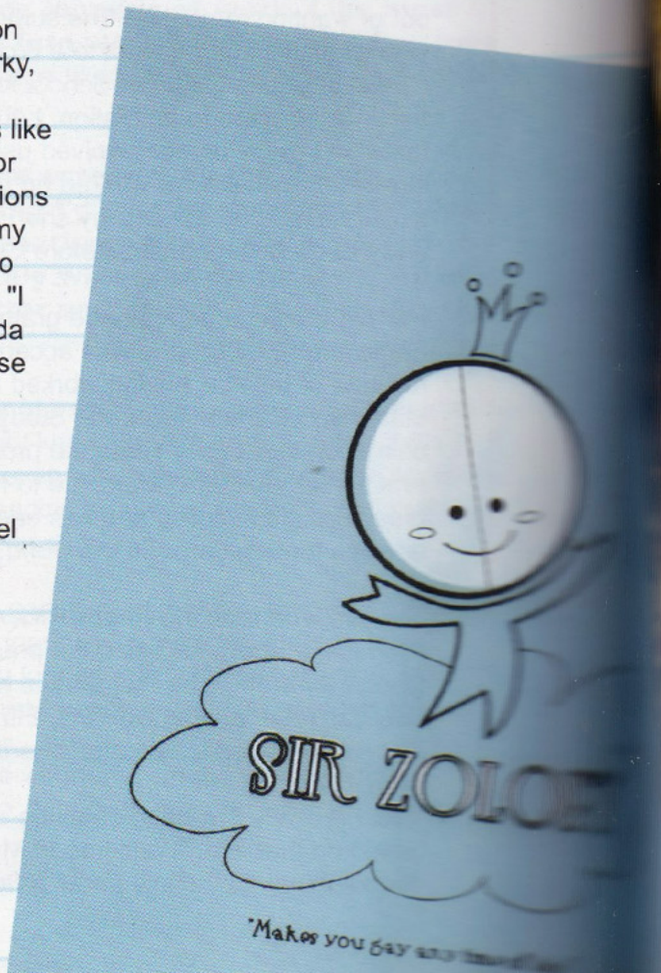


The world of illustration

The success of her Cal Arts films helped Elizabeth to join the panel of the second annual Nicktoons Film Festival, where she had the privilege of sharing a table with some bloke called Mark Hamill. We all know him as the voice behind numerous animated series including the wonderful Joker in Batman: The Animated Series and more recently as characters in the English language versions of Miyazaki's Castle in the Sky and Nausicaä of the Valley of the Wind. He also apparently starred in a couple of films way back, something to do with a farmer and some robots. Sounds like it never came to much.

"Mark Hamill was great and really pleasant. He said I was a good audience member because I laugh a lot."

I've always found Elizabeth's illustration style to be fairly quirky, but it also contains comforting elements like a favourite cartoon or the old-style illustrations found in the books my grandparents used to read to me as a kid. "I think my style is kinda child-like, in the sense that my drawings skew more towards the crude side, than to precision and polish. Even so, I feel they are expressive, and honest in their simplicity. Also, I tend to be a bit sarcastic, which also manages to burrow its way into my work."

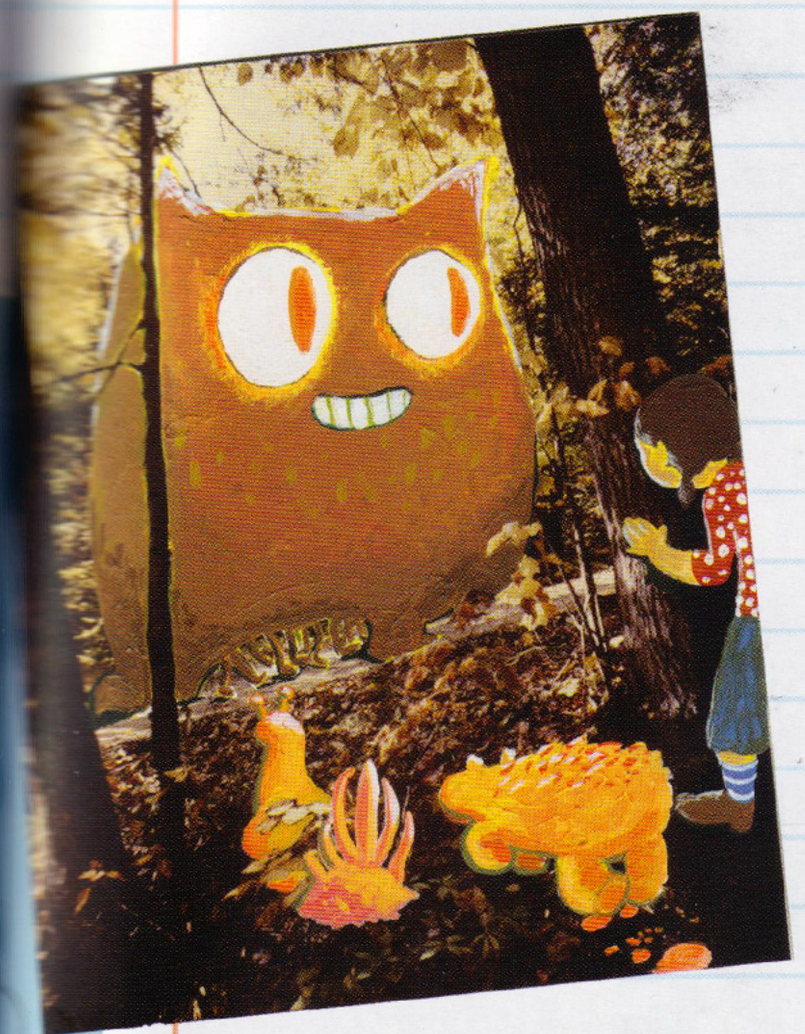


There also seems to be a whole range of influences at play - from the brilliance of illustrators like Maurice Sendak and J Otto Sieblold, through to Max Velthuijs and more contemporary animation studios like Studio Ghibli.

"Yes, definitely...I really like simplistic yet precise styles, and a sense of humour. Most of the influences I've had in my life combine two of these. I guess the comic strip Calvin and Hobbes is a big one, early Warner Brothers and Disney cartoons, Japanese mascots and animation, Nintendo, Hello Kitty, William Steig and Roald Dahl, Maurice Sendak, Lego, etc. I love Ghibli - Spirited Away is my favourite film, followed by Totoro and Laputa."

New characters, toys and customs

Unfortunately, Disney TV and ABC Family decided to pass on completing the pilot for "Welcome to My Life", a decision that I'm convinced will come back to haunt them! So, right now, Elizabeth is taking a break from the daily grind of studio-based animation work to work on freelance storyboarding and design work. She's also in the process of pitching other ideas to some of the studios.



"The experience of working with Disney has been a broad spectrum of emotions. The whole thing has been strange, in the sense that I was officially a director/writer/creator, and there are a lot of hats to wear," she explains. "Also, there is a lot more protocol to become aware of because of the agreements between Disney and the animation union. It makes the process a lot different than making animated films on your own. The only frustrating part is that you are involved in such a large machine at Disney, so things tend to take longer to filter through the system than you might initially expect."

"If I had any advice to give to budding illustrators based on my experiences to date, it would be to make sure you are more passionate about the artistry of animation than about the business of it. Also, it is such a small, and rumour driven community, be very aware of what you say and how you act!"

Despite this set back, Elizabeth is still beavering away on new character designs and storyboards. Vinyl fans will also have seen some of her custom work, most notably a beautiful 20 inch cartoon robot Mad*L for the 2K5 show and the vinylpulse Cr8tive Peeples.

"I really enjoy doing custom work and it's something I want to do more of. It's fun to come up with a solution to making a generic shape feel like your own. I'll do as many customs as people throw my way! I would love to create some new toys too, but it's just a matter of finding a toy-production company that is into my ideas."

So you hear her, anyone looking for participants in an upcoming show, drop Elizabeth a line! You can see more of Elizabeth's work, and keep up-to-date with her latest news, ramblings and new character development via her excellent "Adventures on the animation rollercoaster" blog:

http://www.animationrollercoaster.blogspot.com

Sony Liverpool Studio really started something when they decided to produce 'The Omega Pack' for WipEout Pure on the PSP. The download pack was produced as a thank you to European gamers who waited the 6 months it took for the game to be released here and didn't resort to buying an import copy. Featuring track designs from Jon Burgerman, Mark James, 123klan and Neil McFarland it has been one of the most well received game extras there's ever been.

Of course WipEout has always been a title that's had links to the design world. It was a stroke of genius back in 1995 when the Designers Republic were brought in to design the box and in-game artwork for the futuristic racer, but with the involvement of this group of artists it could pave the way forward for more game and artist crossovers, especially with downloadable content for video games becoming more and more commonplace on the next generation of consoles.

We talked to Ashley Sanders and Colin Fawcett, two of the principal designers behind WipEout, and the artists involved in the project to find out how exactly it all came about and how they managed to transform their artwork into the final 3D tracks!

How did the idea to produce this download pack come about?
Ash: We wanted to make full use of the capabilities of the PSP and so went for downloadable content in a big way. Because Wipeout has always been so big in Europe (and as a kind of thank you for being so patient with the European release of the PSP), we wanted to give our European fans an exclusive extra treat. The nature of downloadable content meant we could take greater artistic risks than I was inclined to take with the actual game on the disc. A kind of "we think it's cool, but if it's not your cup of tea then don't download it" point of view.
Colin: By introducing new visual styles we hoped to expand our audience, without alienating our existing one. Fortunately the reaction has been overwhelmingly positive, which is very encouraging.

How did you decide on the artists to invite to take part?
Ash: We wrote a long list of who we thought was cool and then fought it out in the car park.
Colin: Apart from just personal taste, we wanted four styles that would be quite different from each other so we went for the most original and distinct styles we could find.

Would you consider doing another download pack with more artists for a worldwide release?
Ash: Over to you Colin. There were definitely more than 4 designers on that list. I would like to say yes, but...
Colin: There are no plans to do more currently, but it was such a great experience and the response has been so good that I find it hard to believe that we wouldn't do something similar in the future. I hope so.

What other games would you and your team like to see be attacked by artists?
Ash: Pac-Man & Resident Evil
Colin: I'd pay good money for a Dave Cooper action/adventure game, or a Junko Mizuno dance mat game.

With more games getting great acclaim for their visual styles, where do you think a games visual appearance falls in the line of importance in a games development?
Ash: Personally I think it is hugely important. It is the first thing that will draw perspective punters to your product, before you hopefully grip them with your game play.
Colin: During development establishing a strong visual style from the start is a really useful way of getting a game concept across and getting people enthused about new ideas. We're lucky in that anyone can understand and appreciate a good piece of art; it's slightly more difficult to get people excited about game pad layout documentation.

The Future's Bright
It's much more acceptable nowadays for a game to have a distinctive visual style. In the past some of the best games, especially the Japanese ones, have been dismissed by Western gamers as being weird and childish because they have visual style that they can't comprehend. Viewtiful Joe, Killer 7, Katamari Damacy, Ico, Rez, Vib Ribbon even Gregory Horror Show...etc. are all great games that have failed to make it big over here despite receiving acclaim for their game play. We can only hope that this is something that changes in the future and that the Omega Pack is merely the start of a wave of video game downloads produced in conjunction with artists.

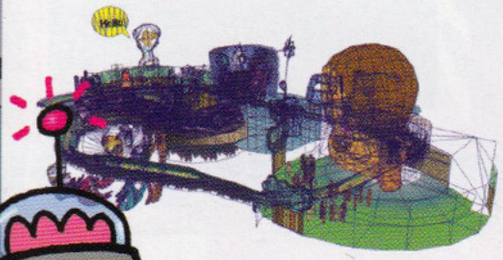
And what about a worldwide release for the Omega Pack? Doesn't look likely. Hopefully there'll be a bigger and better version for a PlayStation 3 release? We'll just have to wait and see... in the meantime though: Anyone fancy a game of Gary Baseman Quake? Or maybe a Scary Girl role play game?

www.wipeoutpure.com

Thanks to Sony Studio Liverpool and the artists

Jon Burgerman

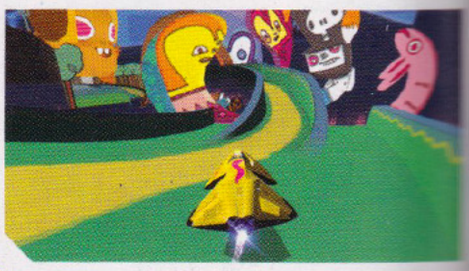
How did you get involved with the download pack?
I think there was a lot of luck and begging involved. It actually started off with sending an agency a lot of artwork for billboards and adverts for a 'racing game' - I wasn't told much else at that stage. Later it transpired it was for a Sony game and a meeting was set up. It was only once in the meeting that they told me what it was for and it was going to be on the PSP. They had a PSP there too and I got to play on it. I couldn't steal it because everyone was watching me, but I was tempted. Some time after that meeting I was told I was one of the selected artists and off to Liverpool I went to meet the development team and talk about my ideas for the track.

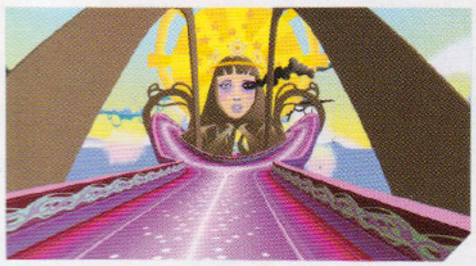


www.jonburgerman.com

Describe your track
It's a wild(ish) sojourn through the odd place where my work emanates from. It was an attempt to create a drive-thru piece of work; along the track you drive past, along side, through and in some cases over various pieces of work. I wanted to make a track that made you not want to race but to cruise and explore, that it might be an antidote to the rest of the game. Whereas in WipEout you must drive very fast through sharp, sometimes cold, masculine, futuristic landscapes I wanted my track to be the very opposite in its look, colours, humour and feel.

What was the process like getting your work put into the game?
It was fairly painless as all the difficult clever stuff was done by Sony's expert team. I'd scribble wonky ideas and images down and upload them for Sony to take and flesh into 3D objects and animated pieces. There was a lot of back and forth and tweaking involved. There were a lot of them telling me that stuff I wanted to do couldn't be done or wasn't practical or would violate Sony's good image.





Neil McFarland

Are you a big games player? I have been in my time but not so much these days. There always seems to be so many other things to do. I also have to wait till my girlfriend goes to bed before I get the machine fired up! I don't have a particular favourite kind of game; it just has to be good. For example in my heavy gaming days we'd play Mario Kart and Street Fighter or EA Ice Hockey for hours on end but the last game I played was Sniper Elite. I find if I get into a game I'm hooked, it takes over my spare time and I feel like a guilty drug addict sneaking away for another fix.

Describe your track Sexy Psychedelia. These words describe a lot of my work so it was natural that I would use these themes in the design of this track. I drew concept art and passed it on to the Liverpool studio who would build it. They were great to work with and gave me free reign to do whatever I wanted. We decided early on to try and implement anything I could think of, I think they managed very well to capture my vision of the track.

Would you do it again? I'd love to design a game again but this time get the whole thing and not just populating an existing track. I'd love to do something along the lines of Zelda or Ape Escape or perhaps have a go at creating something really unexpected in any shooting game with a deathmatch like Time Splitters or Quake.... Or give me a whole city! I'd do the next GTA if they let me or alternatively I'd love to be let loose inside Nintendo - basically I'm open to offers!!

www.parishair.com

CardCity Run

Mark James

Are you a big games player?
No, not at all, but Wipe Out was always an inspiring game, the whole style and graphics, I really liked what The Designers Republic had done, I think it was the first sort of designer game.

How did you get involved with the download pack?
Marmalade magazine approached me, I'd done a few pieces with them before, and they thought it would be a good idea to see what i'd do with something like that.

What was your inspiration for your track design?
CardBoy, it's where he lives in Cardboard City, a city made up of discarded boxes and old toys, set under a dirty, damp flyover by a busy road.

What was the process like getting your artwork put into the game?
I presented my ideas to the team to see whether they were feasible, and to see how far I could go with the design. I'd supply the components and let the team build the track, then we'd sit down and discuss how it was looking, move things around and see if we needed more graphics. It was quite a relaxed process.

Would you go through it again?
I would, I wanted to immediately after finishing the track, I had a better understanding of what could and couldn't be done.

www.akamushi.com

99% is Shit

123klan

Describe your track Our track is divided in 3 different parts (see the map) Wild Style Rocks, NEW BOMB CITY and Graffiti Canyons. It was fun to integrate our graphics in the track, because we could bomb a whole virgin city, and still invade the rest with some of our personal logos that we've turned as billboards or gigantic 3D animated billboards, like the monkey for example, where you cruise under his legs while he's screaming like a crazy damned ape.

Even the wild parts areas like graffiti canyons or wild style rocks, we have integrated graffiti everywhere. All the shapes, which looks like rocks or canyons, are in reality 3D renders of graffiti letters that we've made. For this track we've also wanted to give it a graphical aspect, that's also why everything is in 2 colours (turquoise green and orange) and it looks as if you were cruising inside one of our posters or illustrations printed in 2 Pantones. Also if you look to the sky in details, it looks like a mix between a sunset and a flyer, you could see in the background 2 big white pieces, one from me (Scien) and another one from Klor, but the treatment we gave to it, looks like if they were some mountains or landscapes.

What was the process like getting your work put into the game?
To develop the whole track, we decided with Klor to first work on a top view map, then it would be easier to explain to Sony guyz what we want exactly and where. Then we have done few illos with illustrator, to show them few directions of what it should look like. When each part was 3D rendered, we've focused ourselves on the skins, for the walls, the city, billboards, we've tried to rock everything as much as possible, which is natural as graffiti writers.

Would you do it again? A different game perhaps?
Yeah definitely, it's really interesting to work on games, coz everything is possible, and you really can go crazy and come up with some cool stuff. If we have to work on games again, I really think WipEout is the best, coz if you look to most of the games produced, they all have a very realistic render, which is cool, but somewhere you can't go that crazy like WipEout does. I think it is really interesting to work for games, coz as a graphic designer, there are so much graphics to do, from the skins to the packaging, it is lot of work, but it is very inspiring. All that to tell you "YES" we're down to work again on games :)

www.123klan.com

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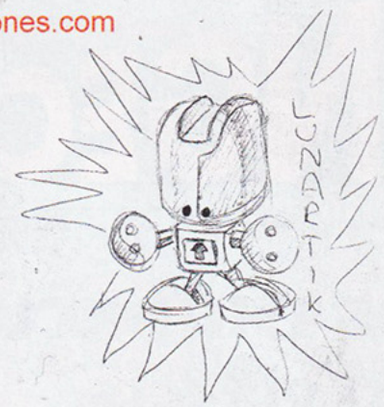
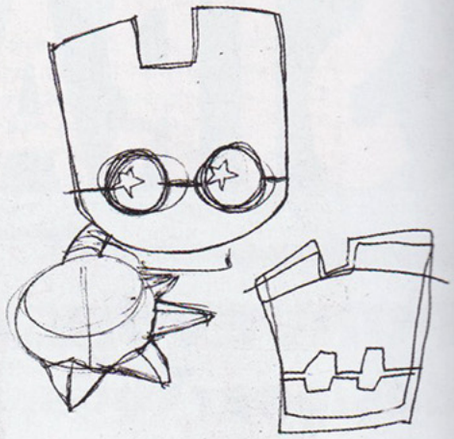
LUNARTIK.com

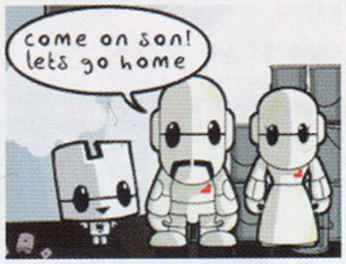




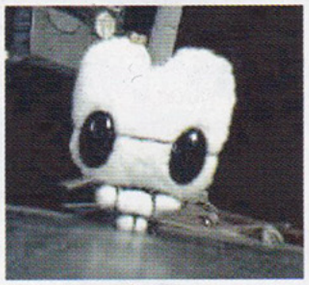
Lunartik Design
2002 - 2006

Making a toy isn't easy. A lot goes into it.
To show you exactly what, join me on Lunartik's journey from an initial concept sketch to a fully prototyped product.

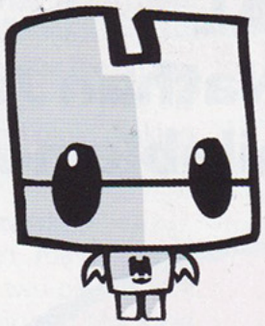
2002
Conceptual sketches of Lunartik. Drawn in pen.



Mum & Dad!
With myplasticheart.com,
I held the 'Draw me Folks' contest to find out what Lunartik's parents looked like.



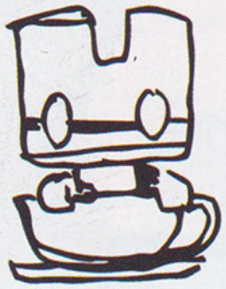
2003
Plush Lunartik toy
One of a kind and no, he's not for sale.

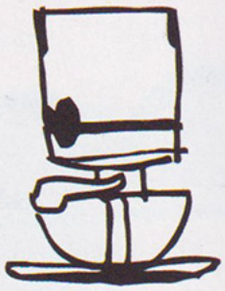


Shaded, tweaked
and ready for publication

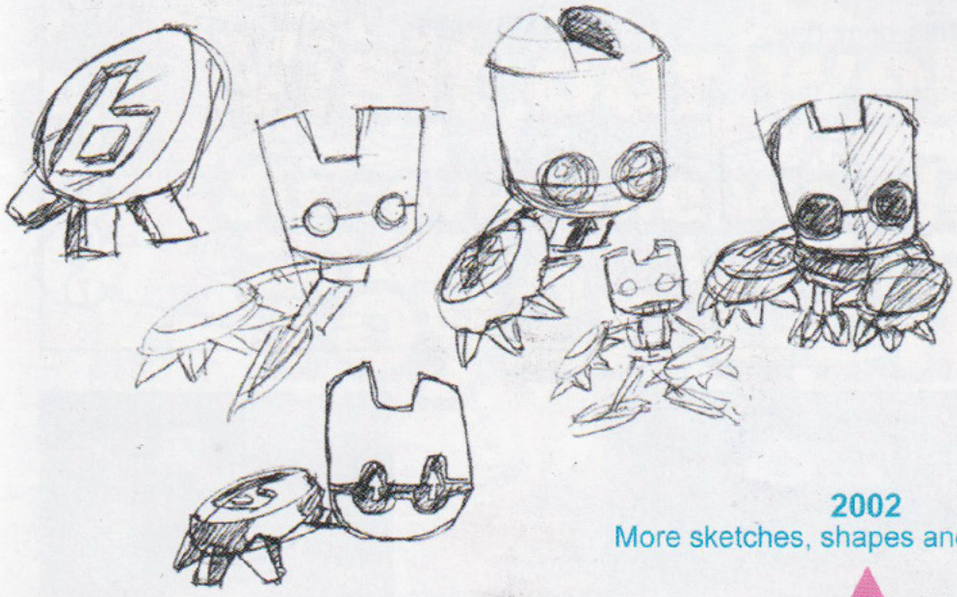
2004 - 2005
DESIGN-A-QEE EXPO
QT QEE

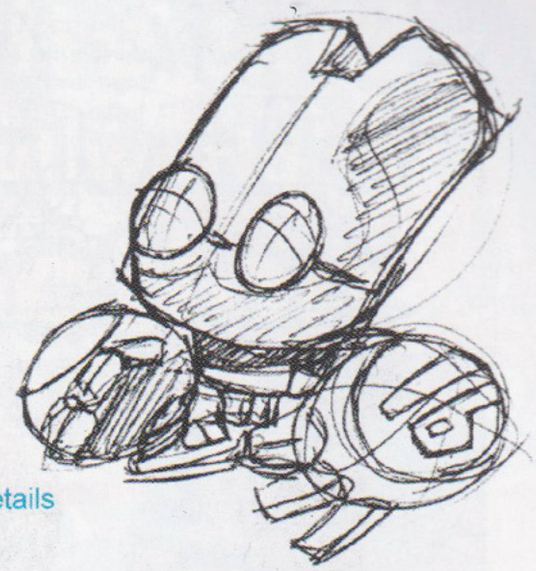
Including a tea illustration on his tummy!



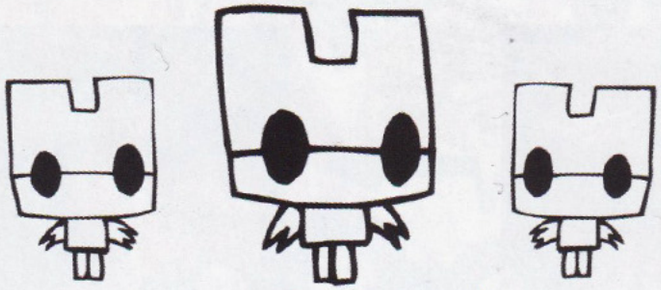


2005
Rough 2D turn-a-round drawings of the concept for Lunartik in his teacup!



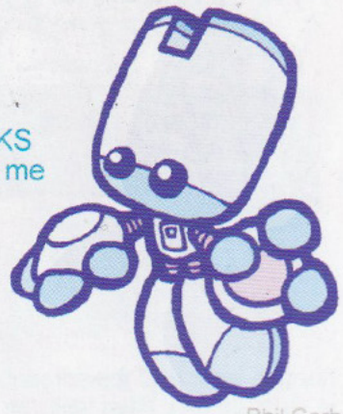


2002
More sketches, shapes and fine details



Finalising my ideas for Lunartik's look.

2002 - 2003
Phil Corbett and I worked on Lunartik concepts.
I owe Phil a MASSIVE THANKS for being a great inspiration to me



Phil Corbett

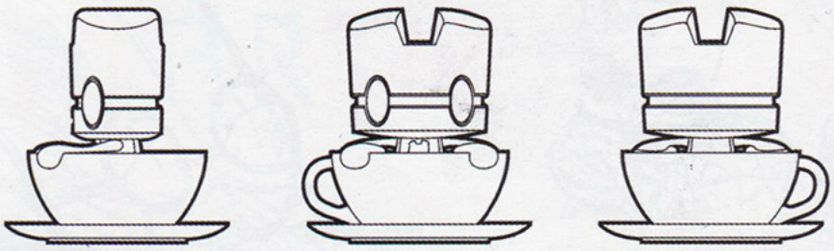
2005
2D illustration that was used as a guide for 3D modelling.

I then asked a 3D expert, **Jamie Franks,** to visualise Lunartik properly.

Jamie Franks

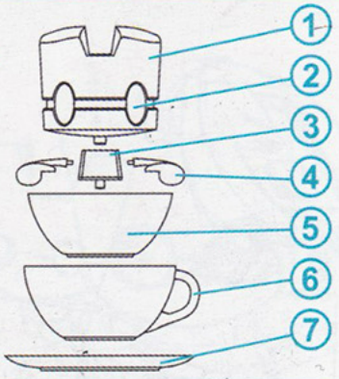
Making Lunartik!

With the aid of some great facilities at my friend's company, HAMLIN RPD, I set about creating Lunartik.
Many thanks to the guys at Hamlin RPD! Cheers for all the support!



The Spec:

1. Head
2. Eyes x2
3. Body
4. Arms x2
5. Tea
6. Cup
7. Saucer

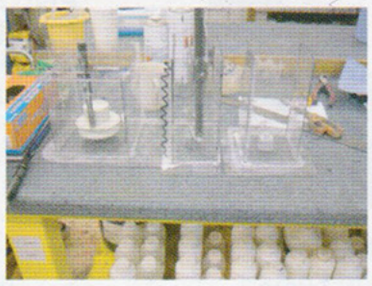


I started by hand making all Lunartik's components

The components are very much under development at this stage. They still need lots of attention.

Now all the components are finalised, they still need to be sprayed with primer and sanded down.

I began testing all the components to make sure they fitted together nicely. They looked just right.

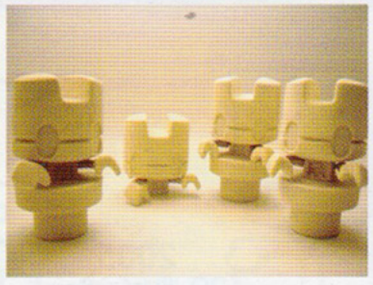


Clear acrylic boxes were made for the master models to be suspended in.

I poured silicone rubber into the boxes and then put them into a vacuum chamber to remove any air bubbles from the mould

Once the silicone rubber mould was usable, the production line started and each of the components was made in resin.

This is the first resin cast of Lunartik in his tea cup.



Above you'll find the first batch of assembled Lunartiks.
Follow up story in the next issue of clutter magazine! enjoy, matt jones

PRODUCT: lunartik in a cup of tea		
For details of the build go to lunartik.com	**SCALE: 1:1**	**DRG# TIK1**

P1 PESKIMO

On the back cover you'll find the first instalment of a series of Vs battles. Peskimo and Sket-One were the first to go to war and as you can see the result is quite spectacular. Next time: Mimic Vs Elizabeth Berdann

VS

Sket One

Born and raised the New Haven way Sket One has spent more than 15 years painting the surfaces of the United States.

His unique style takes the best of antiestablishment street culture and blends it flawlessly with corporate America. Whether it is on a back alley wall or a vinyl toy, Sket has been able to apply his style to all types ofmedia.

Sket has also been able to take his art from street walls to art galleries. Sket's original work has appeared in over a dozen international custom shows and he is among the coveted list of artists that every custom show must have.

www.sket-one.com

Peskimo

Peskimo are David and Jodie, two monster loving maniacs who specialise in character creation, illustration and animation.

In fact Peskimo love monsters so much they created the Monster Mash Exhibition for them, bringing together a host of UK based artists, all in the name of mosterous warfare!!!

Now, Peskimo have set sail for the land of the rising sun, freeing new monsters as they go!! Who knows if Japan is ready for them!!

www.peskimo.com

P2 SKET ONE

STRANGECO

Artists of the Moment

Dehara Yukinori :: www.dehara.com
Angry Woebots :: www.angrywoebots.com
Justin Hampton :: www.justinhampton.com

PRESENTS

TALES FROM STRANGELAND

Strange Carnival :: : In spite of the largest snowstorm to hit New York City in decades, people certainly suited up to see Friends With You, James Jarvis and the weird magician in the crowd. **www.yoyamart.com**

MTV Overground #3: Toys :: Don't let the three letter acronym scare you; this affordably-priced photo book features great original photographs of over 300 art toys, and is edited by your humble narrators.**www.mtvbooks.com**

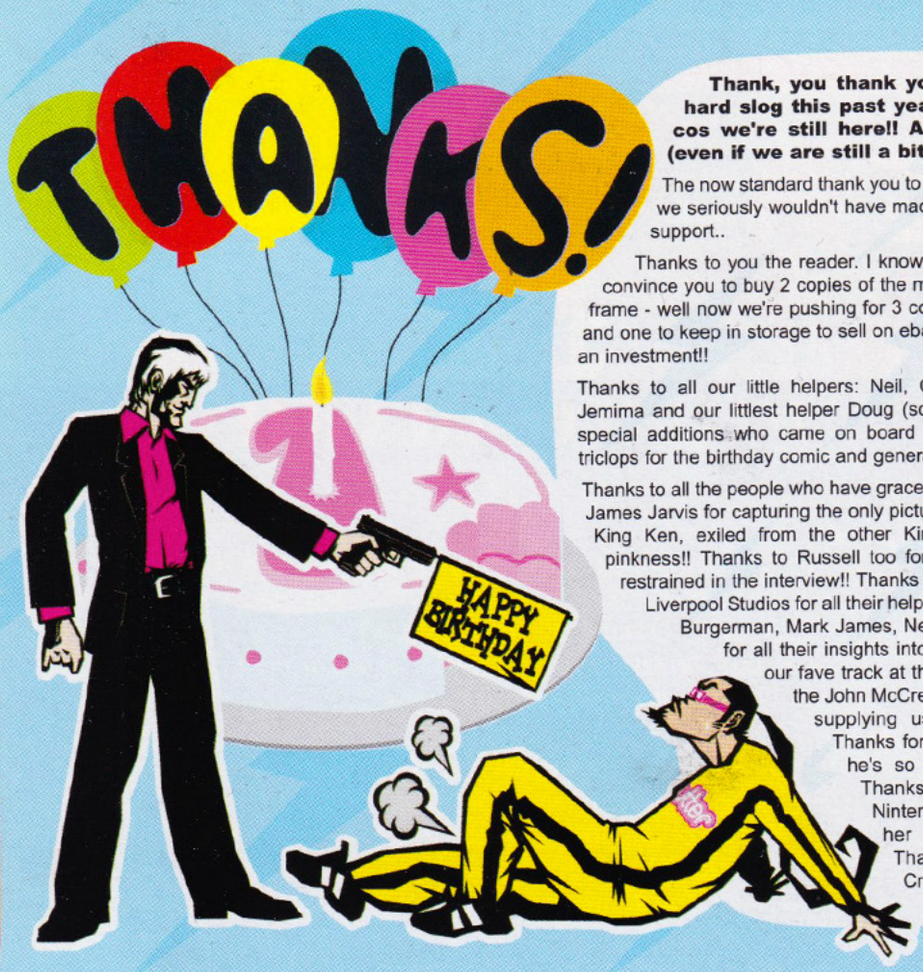
New York Comic Con 2006 :: In its inaugural year, the East Coast gets its own version of San Diego's big event - not much in the way of art toys, but attendance was so high the fire marshals damn near shut the whole show down. **www.nycomiccon.com**

Shikito :: Lauda Shikito Salvatorem - All hail Shikito the Savior. The hottest s#@t in character design, from France's own Superdeux. Do we dare make a scratch n' sniff version? **Www.bshit.org**

Flatstock 8 :: If you think art toy fans are rabid, check out rock poster collectors at this exhibition for poster artists in Austin, Texas. **www.flatstock.com**

Naal :: The first in a series of large-size vinyl figure by scarygirl creator Nathan Jurevicius, Naal defends his mushroom field with 2 outfits and a over a dozen accessories. In green, red and a super-rare Night Edition. **ww.nathanj.com.au**

Dispatch complete - Strangeland signing off.
www.strangeco.com



Thank, you thank you, thank you!!! It's been a hard slog this past year, but its all been worth it cos we're still here!! And still making magazines (even if we are still a bit on the slow side).

The now standard thank you to friends and family comes first. But we seriously wouldn't have made it this far without their help and support..

Thanks to you the reader. I know at this point we normally try and convince you to buy 2 copies of the magazine - one to read and one to frame - well now we're pushing for 3 copies!!! One to read, one to frame and one to keep in storage to sell on ebay in years to come. Come on, it's an investment!!

Thanks to all our little helpers: Neil, Geoff, James, Heather, Gemma, Jemima and our littlest helper Doug (sorry couldn't resist it) Plus all the special additions who came on board for this issue. Special thanks to triclops for the birthday comic and generally being great guys.

Thanks to all the people who have graced our pages this month. Thanks to James Jarvis for capturing the only picture currently in existence of a pink King Ken, exiled from the other King Kens purely because of his pinkness!! Thanks to Russell too for his rants, even if he was quite restrained in the interview!! Thanks to Nino, Colin and Ashley at Sony Liverpool Studios for all their help with the Wipeout article and to the Burgerman, Mark James, Neil McFarland and Scien (123klan) for all their insights into their track designs - 123 klans's our fave track at the moment. Thanks to Jemima for the John McCrea interview and thanks to John for supplying us with some stunning artwork. Thanks for Lunartik for the lowdown on QT, he's so cute (that's QT, not Lunartik!:). Thanks to Elizabeth Ito for including Nintendo, Hello Kitty and Studio Ghibli in her list of who she's inspired by! Thanks to Rachel Chow of the Creature Co-op for enthusing about plush, we love them too!! And not

forgetting to thank Nanospores for properly explaining what the hell they are. We love their work! Thanks to Jim for the Strangelist. Oh and thanks to Peskimo and Sket for the back cover in the first of our Vs Battle series, next time its Mimic vs Blu. Speaking of Peskimo, good luck to them as they've just gone off on a year of travelling. We'll try and keep you posted of their adventures abroad!!

Last but not least we'd better thank everyone we met up with in New York too!!! This is going to be tricky to remember but we'll give it a go, so don't get offended if we've forgotten you, 'cos we didn't mean to!! Firstly thanks to Kirsty, Simon and whatsisname? ?... DA DA DA Dan. Ha ha. Without you guys New York wouldn't have been half as much fun!! 'nough said!! Right, in no particular order, thanks to MAD, Sket, The Wheaty Wheat guys: Rich, Debbie, Chris, & Jon. Thanks to Tristan for having found the ultimate bar to live in for a week. Thanks to Kirby & Whitney, Andrew Bell, Voltaire & Mars, Klim, Jim, Raymond, Shawnimals' Shawn, James Jarvis & Russell Waterman (again), Filth, Lorna & Craig, J from Neth creatures, Anna Angel Devil, of course to Sam and Tury, who are just as mad as ever! God who are we forgetting... there must be loads of people...erm...of course thanks to Pete Fowler, Mark James and Rob Manley who finally made it to NYC which is more than can be said for Nathan, but we thank him too!! Thanks to Stephane at Yoyamart for putting on great events with STRANGEco and Toy2R. Thanks to Ningyoushi for letting us steal Fortune Porks from their stand!! And thanks to all the other people who gave us freebies *cough cough* Samples such as Wheaty Wheat who let us ransack their stand before they left. Ha ha. And if anyone's happened to find my phone can they send it back please!! Or the Filler Bunny Miranda got from the Slave Labour stand that went missing about 5 minutes later. We'd like that back too...

Finally we would like to say a Great big THANKS to Nichole who we managed to keep missing last year! Your my sister girlfriend we love you loads!!

Thanks again - Miranda & Nick

what's this then?

nonpermanent art?

exhibitions?

find out...

nonpermanent.com

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